GHOSTBUSTERS II™

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED
By TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *When you play After Burner, you're flying high and fast...in the F-14 Thunder Cat — the leanest, meanest fighting machine ever made. And the free world needs you and your set of wings desperately: Naval Intelligence has pin-pointed the two locations where the enemy has hidden its diabolical two-part plan to conquer the world! To get to these sites, you're called upon to use every ounce of your flying and combat skills to survive bogies, missiles and tracers that are dying to blow you out of the sky!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

AFTER BURNER: TM and ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd., Japan. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

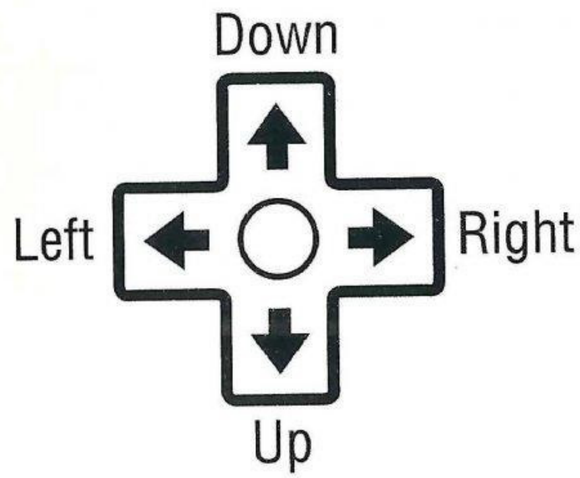
Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

CONTROL FUNCTIONS

After Burner is for one player. Plug your controller into Port 1.

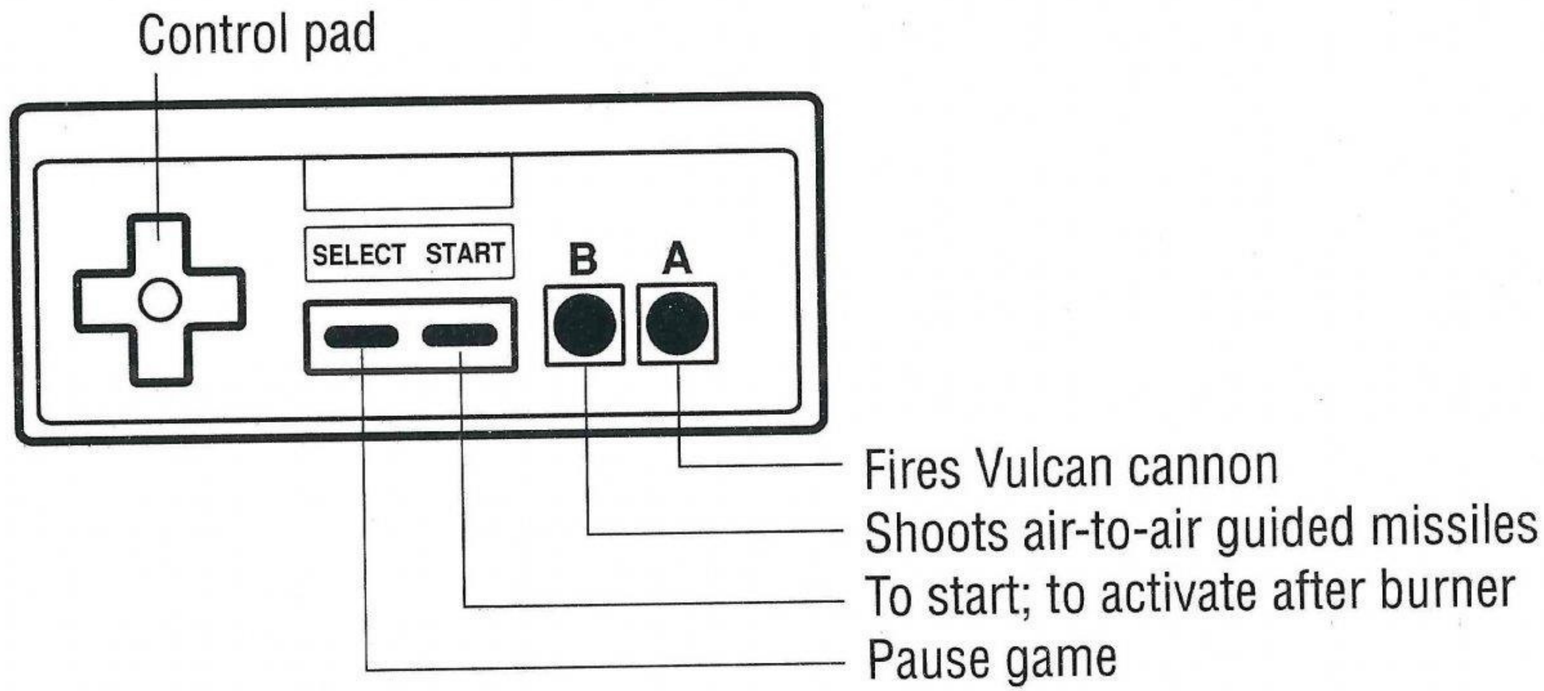
Control Pad

Moves the plane



Note: To roll, press the left or right button, then immediately press the opposite button when flying sideways.

Controller



THE GAME

Press START on the control pad to begin game. You start out with three F-14 Thunder Cats. If one plane is destroyed by an enemy missile or explodes and falls out of the sky, a new one will replace it. You'll get more jets when your score reaches 5,000,000 and 15,000,000 points. If you lose all your jets, the game's over.

To win, you must complete all 23 stages of aerial combat, get the plans from the trucks at both landing fields and return safely to the aircraft carrier.

HEAD-UP DISPLAY

In flight, the H.U.D. (Head-up Display) screen shows you where the enemy is coming from so you'll know instantly where to aim.

The white radar frame represents the full game screen you see at that time. Red blips indicate enemy aircraft; the horizontal line shows the position of your wings relative to the horizon. If you see red blips outside the white frame, this tells you that enemy aircraft are approaching from the side. If you turn toward them, you can get them in your sights. When the red blips come inside the white frame, the enemy is approaching head-on.

WEAPONS SYSTEMS

Enemy fighters attack by flying at you firing air-to-air missiles. Get out of their way by dodging, flying upside down, using the after burner or rolling. You can also blast them out of the sky with your Vulcan cannon or air-to-air guided missiles.

Vulcan Cannon

The Vulcan is a 20mm rapid fire cannon. It can fire an unlimited number of shells. Use the firing sight on your screen to aim. Line the sight up with the enemy and, when it is close enough, fire by pressing the A button.

Air-to-Air Guided Missiles

The radar sight is larger than the Vulcan's gunsight. It appears on the H.U.D. when an enemy approaches, and it automatically locks on to the target. Press the B button to fire missiles. Although a guided missile will home in on its target, it's not a sure-fire weapon. Bogies can escape if they are fast enough, if you let them leave the game screen, or if you take too long to fire. Timing is everything.

Keep in mind that each jet has a limited number of missiles. You start with 70 missiles. If you crash with less than 50 missiles, the new jet will start out with 50.

THE ENEMY

Interceptor: Supersonic Fighter
Dragonfly: Class 1 Fighter
V/Stoll: Harrier Class Jump Jet
Bearmax: High Altitude Helicopter Gunship

BONUS STAGE

Refueling and Getting More Missiles

When you reach a designated refueling site, a Navy fuel tanker will fly over you or a landing base will appear so you can load up on fuel and missiles.

THE SCORE

Enemy Aircraft .....2,500 points

Flying Missiles .....800 points

Bonus Points.....(Total number of enemy aircraft shot down in the previous three stages) x 20,000 points

HINTS

- Your chances of surviving aerial combat improve as you master flying the F-14 Thunder Cat. Learn to roll your jet at the right time and you'll be able to dodge almost anything.
- Some of the enemy aircraft will start firing before you even see them, so be extra careful. Be ready to dodge quickly at all times, or you'll pay the price.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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